

# CYBERMORPH™



**JAGUAR**  
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GAME  
MANUAL

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### Customer Help Hot Line

1-800-737-4348

(1-800-737-3327)

PSA per state: If you are under 18, be sure to get a parent's permission before calling. A toll-free telephone is required USA only.

## WARNING:

Play screen time must always meet appropriate criteria.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce or amplify seizures in these individuals. Certain conditions may induce previously undiagnosed epileptic symptoms such as dizziness when there is flickering of lighting. If you or anyone in your family has an epileptic condition consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and contact your physician before resuming play.

To minimize stimulation associated:

Difficulties or images may cause permanent picture tube damage or create the possibility of fire. Avoid repeated or extended use of video games or large screen projection televisions.

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# CYBERMORPH™

JAGUAR™ 64-Bit Interactive Multimedia System  
Game Manual

## INTRODUCTION

The Galactic War has begun, and the ultimate weapon has been created: whole technologies that can rebuild themselves. As the evil Ferretus Empire adds planet after planet to its growing empire, their regenerative technology becomes permanently entrenched.

Fortunately, your forces lost new weapons dropped — unfortunately, they were seized by the enemy. The weapons — along with supplies and information — were sealed into pods. Some of the key designers were conspicuously suspended and put into the pods as well.

You have been assigned to pilot the only prototype fighter craft in existence — the Cybermorph Transmorpher, or T-Morph, a morphing attack craft. Although usable only in planetary atmospheres, it can be reconfigured between modes by interactive means, and has it's own security and reward system.

The T-Morph can follow its own extremely close at high speeds. It attacks from and fly backwards by altering its shape. It can withstand extreme damage by regenerating parts, using technology similar to that used by the Ferretus Empire. The T-Morph also features a holographic intelligence operator named Sklar, who will give you crucial battle information.

You must master the pod as the resistance fighters will have the weapons, equipment and expertise necessary to stop the spread of the Ferretus Empire. Sklar will keep you informed of newly downloaded intelligence about the planet you plan. What you receive the number of pods known to be in the sector. Sklar activates the infrared sensor and the beam pod's spent which will take you to another sector.

## GETTING STARTED

1. Insert your JAGUAR Cybermorph cartridge into the cartridge slot of your JAGUAR 64-bit Interactive Multimode System.
2. Insert the Cybermorph overlay in the Joystick Controller's keypad slot.
3. Press the POWER button.
4. Press any button to discontinue the Title Screens.

If for any reason your cartridge does not load, or you only see a red screen, refer to the warranty information included with your JAGUAR cartridge.

## GAME CONTROLS (see Fig.8)

<b>A</b>	Forward thrust	}	
<b>B</b>	Fire Weapon		
<b>C</b>	Backs/Backward thrust		

**OPTION** Toggle through main weapon submodes 

**PAUSE** Will pause the game screen 

While in Pause Mode you may press any button and press the 'toggle left to right' to change the volume of the following:

A = Stereo volume B = sound effects volume C = music volume

<b>JOYPAD LEFT</b>	Turn left	}	
<b>JOYPAD RIGHT</b>	Turn right		
<b>JOYPAD UP</b>	Down		
<b>JOYPAD DOWN</b>	Climb		

## CONTROL OPTIONS

You can reconfigure your controls by pressing the Option key while on the title screen. This brings up the Control Options screen. Press up or down on the controller to change the A, B, and C functions. Press left or right on the controller to change the Up and Down functions. Once you have set up the controls you want, press A, B, or C to exit the Control Options screen and return to the title screen.

Volume Controls and High Score information are retained as the cartridge even if you have turned off your MAGNET 64 or Intertainment Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be stored. To clear the currently saved changes, press A = option, and F while on the CONTROL OPTIONS screen.

## KEYPAD OVERLAY (see Fig.10)

- |       |   |   |
|-------|---|---|
| 1,2,3 |  | Super Weapon fires a Super Weapon if available                            |
| 4     |  | Green-hair Toggle turns the Green-hair on or off (unless in cockpit mode) |
| 5     |  | Forward View is the view in front of you, including the T-Girlon          |
| 6     |  | Cockpit View is like forward view without the T-Girlon in screen          |
| 7     |  | Left View is from the port side of the T-Girlon                           |
| 8     |  | Rear View is the view behind you, including the T-Girlon                  |
| 9     |  | Right View is from the starboard side of the T-Girlon                     |
| 0     |  | Mute toggles main music on and off  |
| Left  |   | Pressing the "L" and "R" together will reset the game                     |

## WEAPONS

**Single Shot** is the least effective, but has unlimited ammo. So shoot away!

-  **Rapid Fire** can fire any shots at a much faster rate, but runs out at end of a level or when you lose your ship.
-  **Double Shot** fires two shots at a time and replaces Single Shot when available.
-  **Three-way Shot** fires three spreading shots at a time.
-  **Crash Dive** drop to the ground and fly forward following the terrain.
-  **Indestructible** has a wide stream of deadly flames.
-  **Missiles** can be dropped just before your ship, and will stop there and then go off. Deadly enemies or buildings will set them off, otherwise they explode after a few seconds.

The maximum ammunition the T-Griffin can carry for each weapon type is 50 rounds. Ammo can be replenished with **Weapon Coins** (see below).

## SUPER WEAPONS

The T-Griffin has three special weapons available. Only one type will be armed at a time, and only 1 round of each type can be held. Any Super Weapon will eliminate enemies on the T-Griffin.

-  **Thunderstorm** destroys all nearby enemies.
-  **Missiles** give a burst of speed beyond normal. Your ship is also protected from most types of damage while in this mode.
-  **Destroyers** will destroy most nearby buildings.

## POWERUP COINS

**Energy Coins** restore 1/4 of your total power. **Weapon Coins** give you between 20 and 50 rounds of ammo for a specific weapon type.

**Superweapon Coins** give you five rounds of ammo for a specific superweapon.

**X Coins** give you one extra T-Griffin.

**Power Rings** give you full power when you fly through them. They can only be used once. **Bonus Rings** are hard to find, but if you fly through these dark blue rings, you will be awarded a bonus world to explore! There is one bonus ring per sector.

## PLANET SELECTION SCREEN

Each sector consists of eight planets. Using the keypad, place the cursor over the planet you plan to liberate first and press the A button. Once you have finished the first planet in a sector you must survive the sector's final world, which is quite a challenge thanks to the Parasites! Only then can you get the codes that allow you to go to other sectors.

## GAME PLAY (see Fig. 18)

- **Score** displays your current score
- **Monitors or Turrets** is the number of regenerations remaining
- **Servant** is your holographic advisor who occasionally appears
- **Cross-hair** helps you aim your weapons
- **Speed** shows your speed forward (green) or backward (blue)
- **Shield Meter** is the amount of power your shields have. When your shields are depleted, you lose a life
- **Time Left, Time War, Count Down, Phase and Incommensurate** count will be displayed when available. When selected, the count count will be displayed in white
- **Minimap Window** is where the latest information appears. The also keeps track of the total number of pods destroyed on the world. If pods are destroyed by Vortex Towers (see Bombard), the number will go down, no hurry!
- **Super Weapon** displays which Super Weapon (if any) is currently available. Only one Super Weapon can be held at a time
- **Pod Count** displays the number of pods required to clear the planet. Sometimes a world will have more pods than is required!
- **Altitude** displays your altitude. The bottom white line is sea level, the top white line is your ceiling height. The T-Online cannot climb above ceiling height, so you may have to fly around some obstacles. Your height is displayed with a black bar. The wide pink bar displays the height of the ground directly in front of you
- **Scanner** displays your enemies as red skulls (hostile) or green skulls (friendly). A white X marks the Vortex Towers. Yellow diamonds show pods that can be collected. A yellow arrow points toward the nearest pod, or the exit portal if it is open. White triangle point toward the nearest Vortex Tower if any are nearby. Squares designate teleporters

## OBJECTIVE

For most of the pods on eight worlds in order to free a sector from the Parasitic Empire and establish a strategic base for resistance. Ultimately you must clear the fifth sector to defeat the Parasitic Empire!



## VORTEX TOWERS

The Phoenix Empire has taken a bold step in stopping you—they are trying to destroy the pods you are desperately need. The only thing that can destroy a pod is raw antimatter, so the Phoenix have developed Vortex Towers to generate antimatter fields. They have installed Vortex Towers on some of the worlds that actively destroy the pods. Fortunately, the T-Hellion is unaffected by these Vortex Towers, but pods are lost forever if they are touched by the black anti-matter that Vortex Towers generate.

## TELEPORTERS

Some worlds still retain a system of teleportation built before the arrival of the Phoenix Empire. These teleportation devices can be used by the T-Hellion to get into hard to reach areas on the world. Unfortunately, the Phoenix do not know how to use them or how to destroy them. Simply fly into the spiral, and the T-Hellion will be teleported to a matching teleporter on the other end.

## BUILDINGS

**Pod Pincers** capture pods and must be shot down. Pods in pincers will not show up on the scanner until they have been released.

**Force Fields** prevent the T-Hellion from passing through certain areas.

**Power Sources** power the Force Fields. If destroyed, the force field will turn off.

**Sensors** pop out of the ground, preventing the T-Hellion from acquiring a pod.

**Spike Sources** control the spikes. If destroyed, the spikes are deactivated.

**Shields** can contain a number of different items, and must be shot open to access the items inside.

**Ramps** help the enemy navigate. If destroyed, some enemies are frozen.

## SCORING

**Basic Hit:** 50 points

**Basic Destroyed:** 150 points

**Basic Destroyed:** 300 points

**Warrior Tower Hit:** 100 points

**Pod rescue up:** 200 points

**1st wave:** 1000 points

**2nd wave:** 2000 points

**Extra miss economic:** 5000 points each, awarded on the debriefing screen.

**An extra star is awarded every 50,000 points, when a level is completed.**

## STRATEGY & HINTS

Launch your army around the levels. Practice levels that you are having trouble with by entering the sector code and trying the world right away. The order in which you conquer worlds may affect how easy they are to complete. Keep your eyes open for special buildings and items—they may be critical to the liberation of a world!

**Enemies:** Most enemies can be avoided with some fast flying. Some enemies will stay in one area, others will expand. Watch your corner for hostile enemies. You can kill enemies that are chasing you by flying backwards and firing. If a hostile enemy is not near something you need, it is generally best to avoid them. Keep your eyes open for Fuel Canes that move pods (other than a Hates Tower), and Cargo Canes towing passages.

**Buildings:** Don't try to fly over mountains that are too high—go around them or try to find helicopters that will get you past them. Some buildings are quite sturdy. The T-Editor's timer-building will not count buildings, so be careful about working into them—especially when flying backwards. Watch out for enemies that try to run into you.

**Pods:** When picking up pods, try to stay low to the ground. Remember that pods may be hidden inside prisons. Watch your corner for the bases of mobile pods. Remember that if a Hates Tower destroys too many of your pods you will have to do the planet over again so quickly called pods that are in danger.

**Weapons:** If you are having trouble getting, try turning on the crosshairs or flying in script mode. Missiles are a good way to kill enemies that are chasing you. Cannon bombs are good weapons against ground enemies and buildings. Helicopters will actually go up a slope if they hit it, and are good for killing ground-based enemies. Remember that most weapons need ammo, so use them wisely and watch for weapon pickups when it you are running low. Some worlds have more of one weapon type than others, but you can usually find them—often they can be very effective if used in the right way.

## CREDITS

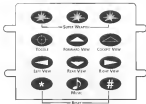
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Fig. III



**Fig. 1**



**Fig. 2**

**A. ATARI**

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